



You are a member of those elite combat specialists, the Kuri Warriors. Your buddy and you are on a special mission behind enemy lines, and you've been sleeping, eating, and breathing jungle combat for the last two weeks. You're tired, but that never affects your razor-sharp judgment and your will to survive.

Your main weapons are machine guns, grenades, and your own cunning in the face of danger. Sometimes you'll have a tank at your disposal, which comes in handy when enemy fire is particularly brutal.

You move swiftly through the jungle, wading through rivers and hiding from time to time within the ruins of bombed-out buildings. You're running out of ammunition and grenades, but you know the battle can't last. Forever. Sooner or later one side is going to emerge victorious. Let's just hope it's yours.

Getting Started

1. With your TV switched on, insert the Kuri Warriors cartridge into your Atari 7800 as described in your owner's manual.
2. Connect a controller to the left controller port. In two-player Kuri Warriors, connect a controller to each controller port.

3. Switch on your console. The Kuri Warriors title screen appears.

4. To select one or two-player Kuri Warriors, press **SELECT** or move the controller up and down to highlight the desired option. To select the highlighted option, press the fire button or **RESET**.

To select the novice, intermediate, Advanced, or Expert difficulty level, press **SELECT** or move the controller up and down to highlight the desired option. The more difficult the level, the more enemies appear on the screen and the faster those enemies move to attack.

To select the highlighted option and begin the game, press the fire button or **RESET**.

Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To pause the game, press **PAUSE**. Repeat to resume play.
- To return to the opening screen and restart the game with the currently selected options, press **RESET**.

Jungle Warfare!

Playing the Game

Jungle Warfare is a one or two-player game of survival. You and your partner move behind enemy lines in hopes of wiping out the enemy. You begin the game with 50 grenades, 50 rounds of ammunition and 3 lives. If you're lucky you can capture a tank to protect you from enemy fire.

Move your controller to maneuver through the jungle. Your main weapons are machine guns and grenades. To fire bullets and tank shells, press the left fire button. To toss grenades, press the right fire button until the grenade launches.

Watch your bullet and grenade supplies carefully. Pick up new supplies before you run out. To pick up new supplies, simply walk over a supply icon. Other icons upgrade your fire power. (See Items.)

The tank, which moves only on dry land, provides safety from enemy fire. To enter the tank, move your player onto the top of the tank and press the right fire button.

Although the tank can be destroyed by enemy grenades, you cannot be hit as long as you are in the tank. If the tank sustains damage and stops, get out of there! If the tank explodes while you are inside, you die with it. To exit the tank, press the left and right fire buttons simultaneously.

You can swivel the turret while maintaining the tank's position and orientation. Hold down the right button while you move the controller. The turret will move, but the tank will not. Press the left button to fire shots from the tank.

You must pick up fuel along the way to keep the tank moving. The tank explodes if it runs out of gas, so don't miss the energy supply icon!

In your journey through the jungle, you will occasionally encounter a river or the sea. You will have to cross the water in order to continue, but your movement will be slowed down while you are in the water. You can still fire while you are in the water.

If you come into physical contact with an enemy soldier you lose a life. You can hide behind rocks and foliage to avoid enemy gun-fire. However you will still be vulnerable to their grenades, so watch out!

Each time the enemy makes a successful hit, you lose a life. You receive a bonus life every 20,000 points. The game is over when you lose your last life.

To win the game, you must rescue the colonel being held captive by the enemy. You receive one million points for rescuing him.



Range doubles the range of your bullets and tank shells during the current life. If you lose a life after picking up Range, your bullet and tank shell range returns to normal.



Super Grenades increase the strength of the grenades in your inventory. If you lose a life after picking up Super Grenades, the damage caused by the grenades in your inventory returns to normal.



Super Bomb destroys all enemies shown on screen. Be sure there are enemies displayed on the screen before you walk over the Super Bomb.



Special Power gives you a bonus of 200 points.



Grenade Supply adds 50 grenades to your inventory.



Bullet Supply adds 50 bullets to your inventory.



Energy Supply refills your gas tank and adds 50 bullets and 50 grenades to your inventory.

Strategy

Conserve bullets and grenades.

Plan your attack carefully. Peek in, quickly shoot, and back off before the enemy has a chance to aim and shoot back.

If you come into contact with an enemy soldier you lose a life.

Learn enemy locations and anticipate enemy attacks.

Tanks can be very destructive, especially when they run out of fuel. Keep an eye on the fuel level and be ready to bail out when the tank is close to empty.

Screens

Game play takes place on the Action screen. The Status bar displays game information.



Bullets displays the number of rounds remaining.

Grenades displays the number of grenades remaining.

Lives Remaining displays the number of lives you have left.

High Score displays the highest score achieved during that play session. The default high score is 30,000, which appears whenever you begin a new play session.

Items

Pick up Grenade Supplies, Bullet Supplies, and Energy Supplies by walking over their icons. Super Bullets, Range, Super Grenades, and Super Bomb take effect when you walk over their icons.



Super Bullets increase the strength of the bullets in your inventory. Super Bullets can shoot through rocks and walls, and blow up tanks and bunkers. If

you lose a life after picking up Super Bullets, the damage caused by the bullets in your inventory returns to normal.

Scoring

The following table shows the number of points you will receive for destroying enemy units and rescuing the colonel.

Enemy soldier	100/300
Butcher	500
Helicopter	500
Enemy tank	500
Gate	1000
Rescuing the colonel	1,000/500



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